

IN THE SPECIFICATION:

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This application claims the benefit of U.S. provisional application number

60/166,932 filed on November 22, 1999.

IN THE CLAIMS:

1. A method for creating an appearance of texture in a computer image

comprising the steps of:

inputting a point  $\{x_d\}$  in D-dimensional geometric space  $R^3$  described via D M

bit quantities  $i_d$  and D N bit quantities  $u_d$ , where  $i_d$  are M bit representations of greatest integers not  $> x_d$  and  $u_d$  are N bit representations of remainders  $(x_d - i_d)$ , where M and N are integers  $\geq 4$  and  $D=3$ , in a computer;

computing a pseudo-random hash value at each vertex of a unit cube C surrounding the point;